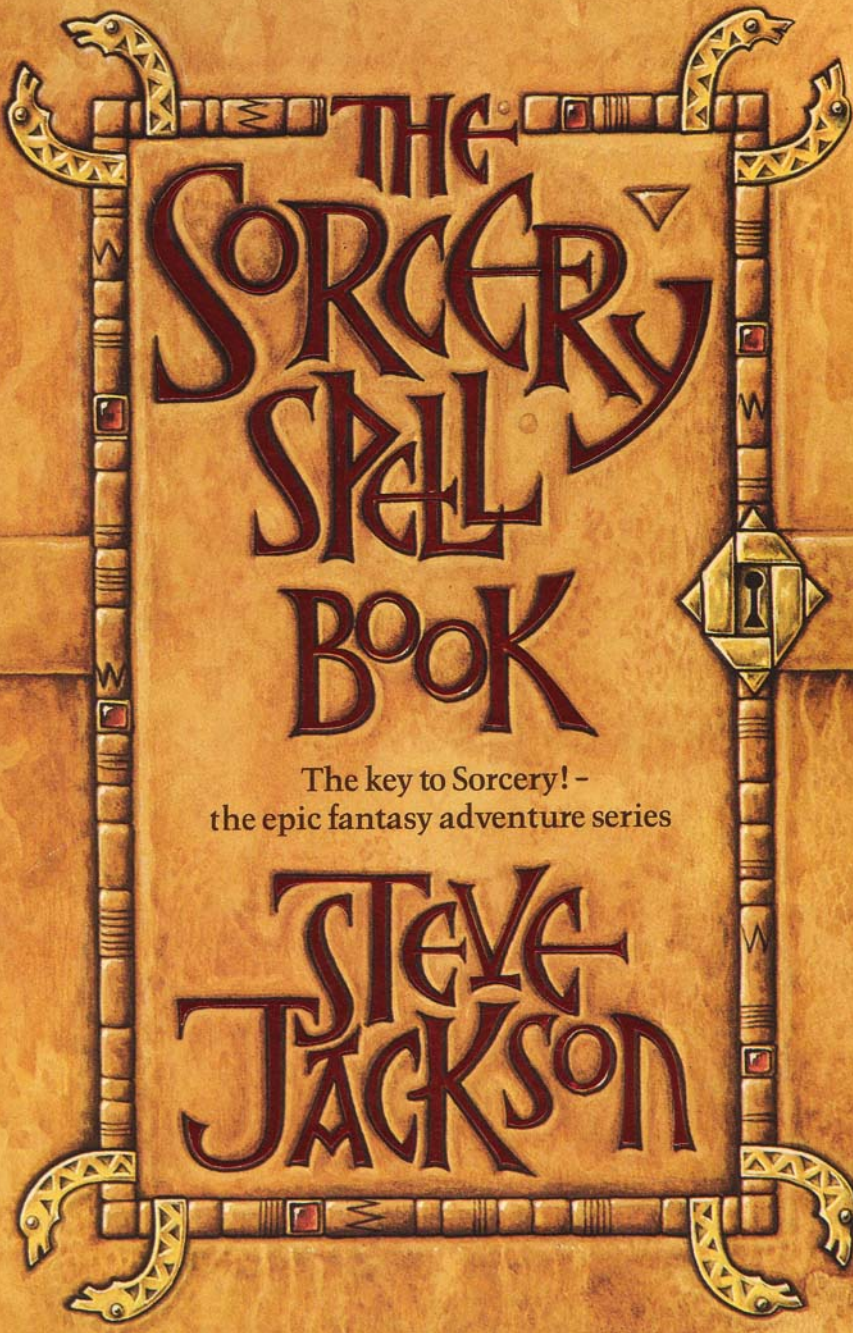




# THE SORCERY SPELL BOOK

The key to Sorcery! -  
the epic fantasy adventure series

## STEVE JACKSON

PENGUIN BOOKS

*Steve Jackson's Sorcery!*  
THE SPELL BOOK

Steve Jackson is an internationally known figure in the fantasy-games world. He is cofounder of Games Workshop Ltd., the largest British company specializing in such games. Its activities include publishing *White Dwarf*, a magazine devoted to science fiction and fantasy games, and organizing Britain's largest games convention, Games Day, which is held in London every September.

Mr. Jackson attended Altrincham School in Cheshire and went on to the University of Keele, where he studied biology and psychology; while at college, he founded the university's games society. After writing on a free-lance basis for the professional games magazine *Games & Puzzles*, he coauthored, with Ian Livingstone, *The Warlock of Firetop Mountain*, a fantasy book for children. He was the sole author of two other books in the same series, *The Citadel of Chaos* and *Spaceship Traveler*.

In addition to *The Spell Book*, the *Sorcery!* series comprises *The Shamutanti Hills* (also available from Penguin Books) as well as *Kharé—Cityport of Traps*, *The Seven Serpents*, and *The Crown of Kings* (all to be published by Penguin).





STEVE  
JACKSON'S  
THE  
SORCERY  
SPELL  
BOOK



PENGUIN BOOKS

Penguin Books Ltd, Harmondsworth,  
Middlesex, England  
Penguin Books, 40 West 23rd Street,  
New York, New York 10010, U.S.A.  
Penguin Books Australia Ltd, Ringwood,  
Victoria, Australia  
Penguin Books Canada Limited, 2801 John Street,  
Markham, Ontario, Canada L3R 1B4  
Penguin Books (N.Z.) Ltd, 182-190 Wairau Road,  
Auckland 10, New Zealand

First published in Great Britain by  
Penguin Books 1983  
First published in the United States of America by  
Penguin Books 1984

Copyright © Steve Jackson, 1983  
Illustrations copyright © John Blanche, 1983  
All rights reserved

Library of Congress Catalog Card Number: 84-60575

Printed in the United States of America by  
R.R. Donnelley & Sons Company, Harrisonburg, Virginia  
Set in Palatino

Except in the United States of America,  
this book is sold subject to the condition  
that it shall not, by way of trade or otherwise,  
be lent, re-sold, hired out, or otherwise circulated  
without the publisher's prior consent in any form of  
binding or cover other than that in which it is  
published and without a similar condition  
including this condition being imposed  
on the subsequent purchaser

## THE SORCERY! ADVENTURE

SORCERY! is a fantasy adventure in which *you* become the hero. It takes place in the lands of Kakhabad and your quest is onwards to the Mampang Fortress to find and retrieve the stolen Crown of Kings. As either a warrior (the simple game) or a wizard (the advanced game) you will choose your paths and encounter a variety of creatures, tricks and traps.

The SORCERY! adventure will span four volumes. You must first cross the Shamutanti Hills and then, after a brief stay in the cityport of Kharé, you will make your way across the Baklands to the Zanzunu Peaks to find the Mampang Fortress.

Your success will depend to a large extent on your own skill as a wizard or warrior. If the magical arts are your chosen weapon, this book contains the spells known by the sorcerers of Analand. You will have to memorize some of these spells – as would a real wizard – and the more spells you learn, the more successful you will be on your adventures.



## RULES FOR USING MAGIC

During your training you have been taught a number of spells and incantations which you can call upon to aid you on your quest. The full list of spells follows these instructions.

Spells are identified by a three-letter word. Throughout the books you will be given the option of using spells to overcome problems and opponents. *The spells will be identified only by these three-letter words, so it is important that you memorize at least some of the codes.*

Thus before you can start using your powers of sorcery, you will need to spend some time memorizing spells, as would a real wizard learning the magic arts. Obviously, you will not be able to memorize all forty-eight spells at once, but the more you use the book, the more familiar you will become with the most useful spells.

Try starting by memorizing between six and ten spells (the best ones to start with are given below) and relying on your swordsmanship to fight some of the creatures you encounter. It is possible, with a little luck, to complete your quest with these spells, but your task will become easier when you are capable of using more spells.

Some spells also require the use of an artefact, such as a piece of jewellery or a magic ring. If you try to use a spell without possessing the correct artefact, you will be wasting your STAMINA, as the spell will not work.

Each time you use a spell – whether it is successful or not – it will draw on your reserves of energy and concentration. A cost, in STAMINA points, is given for each spell. Each time you use a spell, you must deduct this cost from your STAMINA score.

You may study the Book of Spells for as long as you want before embarking on an adventure, *but once you have set off, you may never*



again refer to it and must rely purely on your memory until your adventure is over. Nor may you write the spells down for easy reference. In a real situation where you may be surprised by a creature, you would not have time to start flicking through your Spell Book trying to work out the best spell to cast!

The Six Most Useful Spells

| Code | Effect                                                   | Stamina Cost |
|------|----------------------------------------------------------|--------------|
| ZAP  | Creates a lightning bolt which shoots from the fingertip | 4            |
| FOF  | Creates a protective force-field                         | 4            |
| LAW  | Enables creatures to be controlled                       | 4            |
| DUM  | Makes creatures extremely clumsy                         | 4            |
| HOT  | Creates fireball which can be aimed at enemies           | 4            |
| WAL  | Creates a magic wall to defend against physical objects  | 4            |

ZAP and HOT are strong attacking spells. FOF and WAL are good general-purpose defensive spells, whilst LAW and DUM will be useful if you get into a tricky situation.

Note that these spells will often be more powerful than you need in a given situation – they are not cheap in terms of STAMINA points – but they are good all-rounders. As you get to know more spells from the Spell Book, you will be able to choose more economical spells which will be equally as effective against certain perils.

Read through the list again, then cover up the 'Effect' column with your hand. How many can you remember? When you can remember them by heart, you can begin your quest.

## HINTS ON USING SPELLS

As you familiarize yourself with the spells in this Spell Book, your skill and abilities in the SORCERY! adventures will improve.

Learning the six basic spells will allow you to start playing with minimal delay. These spells will get you out of most difficulties, but they are expensive (in terms of STAMINA points) and you will often find it necessary to rely on your limited powers of swordsmanship, particularly with weaker creatures, in order to avoid running dangerously short of STAMINA.

Other spells are more economical but will be given less often as options, thus relying more on your memory and skill as a wizard. The most economical spells of all are those which require magical artefacts, which must be found on your adventure.

Remember that there are heavy penalties for guessing spells! If you choose a spell code which does not represent a spell, or if you choose a spell for which you do not have the required artefact, you will lose extra STAMINA points. In some cases, death will be your penalty!

Finally, remember that not all spells will be used in the first adventure. Some will not come in until the second, third or fourth adventures. A few are never used at all! As you get into these later books, your six basic spells will be given less often as options. The spells are arranged to *some extent* in their order of usefulness in the Spell Book listing – but this is not a hard and fast rule. An adept wizard should be able to complete the first adventure without too much difficulty but the going gets progressively rougher in further instalments.

You will soon begin to make your own discoveries about the spells themselves. There is a certain logic to the way they are arranged, the options that are given and their codes. But these discoveries you must make for yourself. Experience will make you more skilful with magic. All this is part of the art of sorcery.





## THE SPELLS

# ZAP

An extremely powerful weapon, this spell creates a blast of lightning which shoots from the caster's hand, which must be pointed in the desired direction. It is effective against virtually all living creatures which have no magical defences. But it takes great strength and concentration to use.

Cost 4 STAMINA points



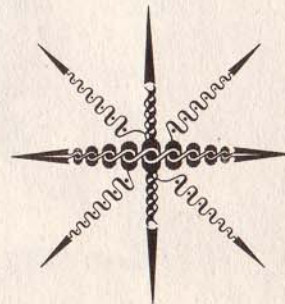




# HOT

The caster may direct this spell with his hands in any direction desired. As it is cast, a burning fireball shoots from the hands towards its target. It will be effective against any creature, whether magical or not, unless that creature cannot be harmed by fire. The fireball so created causes severe burns on impact, but extinguishes soon after hitting its target.

Cost 4 STAMINA points



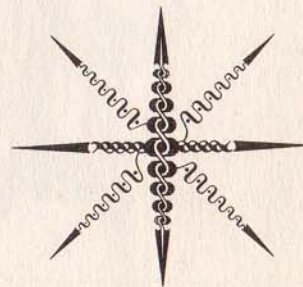




# FOF

This powerful spell creates a magical and physical barrier in front of the caster which is capable of keeping out all physical intruders and most magical ones. Its creation takes excessive mental concentration but the resulting force-field is both extremely strong and is under the control of its creator's will, who can allow one-way penetration, or can position it as desired.

Cost 4 STAMINA points



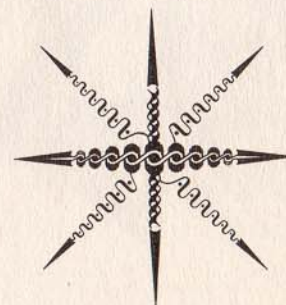




# WAL

The casting of this spell creates an invisible wall in front of the caster. This wall is impervious to all missiles, creatures, etc. It is a very useful defensive spell.

Cost 4 STAMINA points







# LAW

Casting this spell at an attacking creature allows the caster to take control of the attacker's will. The attack will cease and the creature will immediately come under the control of the caster. However, this spell works only on non-intelligent creatures and lasts only for a short time.

Cost 4 STAMINA points



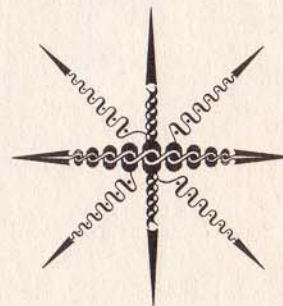




# DUM

When cast at a creature holding an object of some sort (e.g. a weapon), this spell will make the creature clumsy and uncoordinated. It will drop the object, fumble to pick it up, drop it again – in short the creature is unlikely to do the caster any harm with any objects while under the influence of this spell.

Cost 4 STAMINA points







# BIG

When this spell is cast on the caster's own body, it will inflate the body to three times normal size. This increases the power of the caster and is especially useful against large opponents, but must be used with caution in confined spaces.

Cost 2 STAMINA points



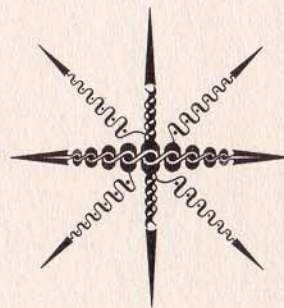




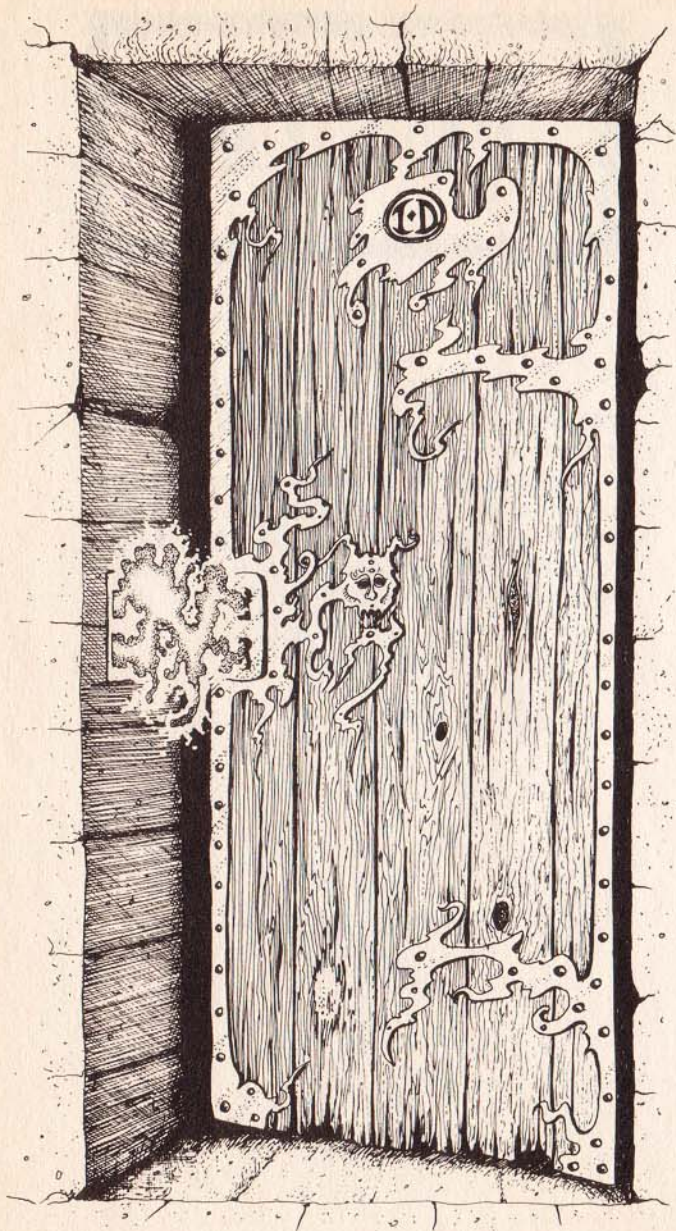
# WOK

A coin of some sort is necessary for this spell. The caster places the coin on the wrist and casts the spell onto it. The coin becomes magically fixed on the wrist and acts as an invisible metal shield with an effective protection circle of just under three feet across. This will shield the user against all normal weapons. Afterwards, the coin is no longer usable as a coin.

Cost 1 STAMINA point







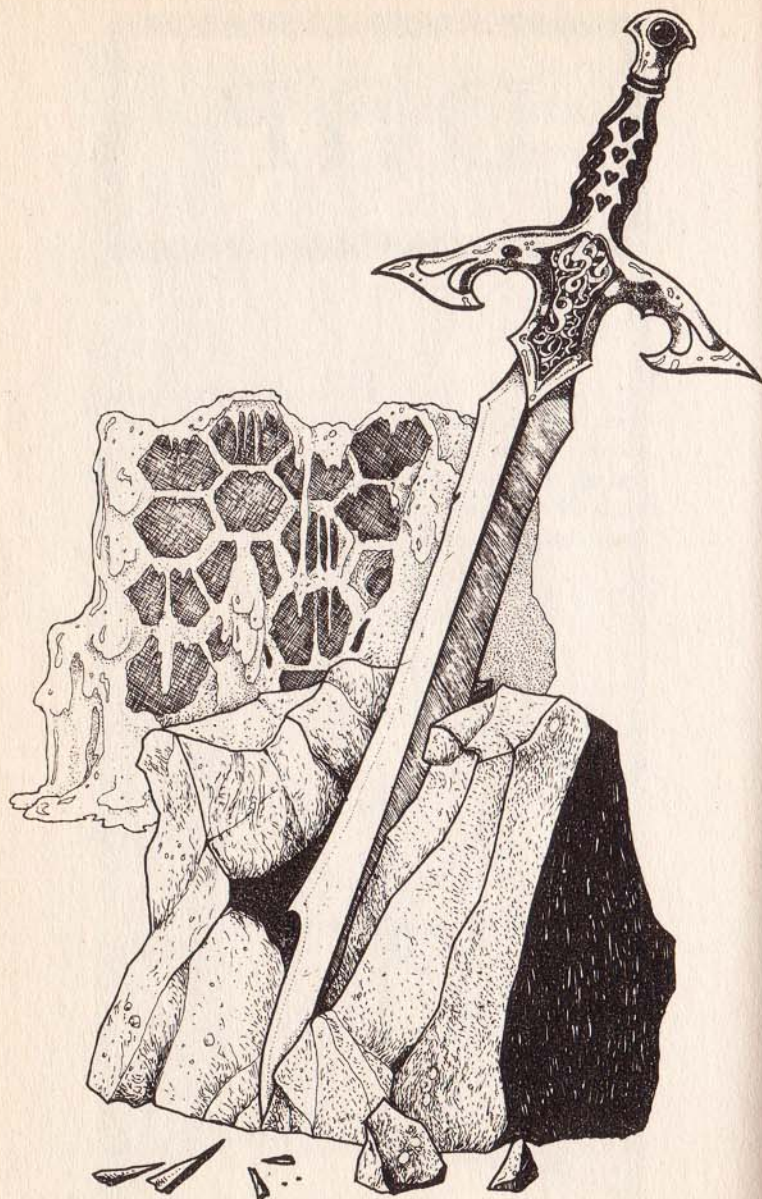
# DOP

This spell may be used to open any locked door. Casting the spell works directly on the lock tumblers and the door may be opened freely. If the door is bolted from the inside, the bolts will be undone. The spell will not work on doors sealed by magic.

Cost 2 STAMINA points



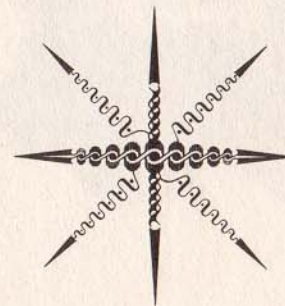




# RAZ

To perform this spell, beeswax is required. By rubbing the wax on any *edged* weapon (sword, axe, dagger, etc.) and casting this spell, the blade will become razor-sharp and do double its normal damage. Thus if it normally inflicts 2 STAMINA points worth of damage, it will now inflict 4.

Cost 1 STAMINA point







# SUS

This spell may be cast when the caster suspects a trap of some kind. Once cast it will indicate telepathically to the caster whether or not to beware of a trap and, if so, the best protective action. If caught in a trap, this spell may also be used to minimize its effects in certain cases.

Cost 2 STAMINA points



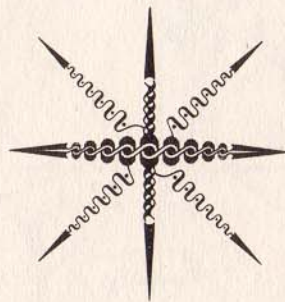




# SIX

This spell is cast onto the caster's own body. Its effect is to create multiple images of the caster, all identical and all capable of casting spells and/or attacking, although each will perform identical actions as if reflected in a mirror. Most creatures faced with these replicas will be unable to tell which is the real one and will fight all six.

Cost 2 STAMINA points







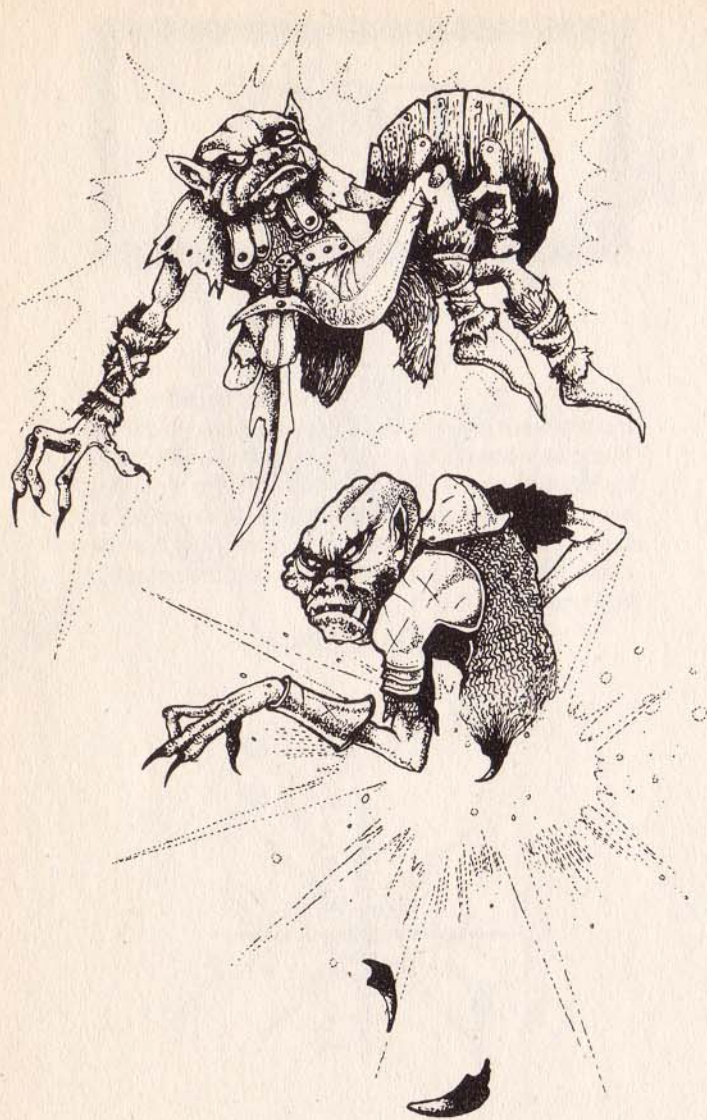
# JIG

When this spell is cast, the recipient gets the uncontrollable urge to dance. The caster can make any creature dance merry jigs by playing a small Bamboo Flute. If this flute has been found the affected creature will dance for as long as it is played. This will normally give the caster time to escape – or he may continue playing and watch the show!

Cost 1 STAMINA point



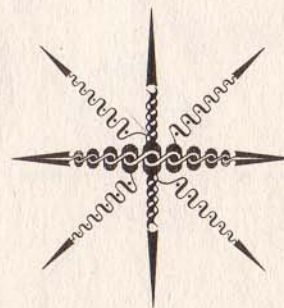




# GOB

This creation spell requires any number of teeth of Goblins. The spell may be cast onto these teeth to create one, two, or an army of Goblins. These Goblins can then be commanded to fight an enemy or will perform any duties they are instructed to carry out. They will disappear as soon as their duties have been performed.

Cost 1 STAMINA point per Goblin created







# YOB

Casting this spell requires the tooth of a Giant. When this spell is cast upon the tooth correctly, a Giant, some twelve feet tall, will be created instantly. The caster has control over the Giant and may command him to fight an opponent, perform some feat of strength, etc. The Giant will disappear when his duty is done.

Cost 1 STAMINA point



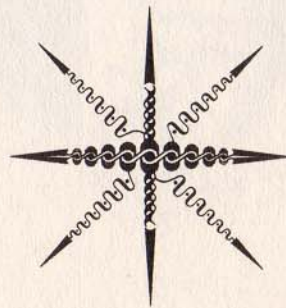




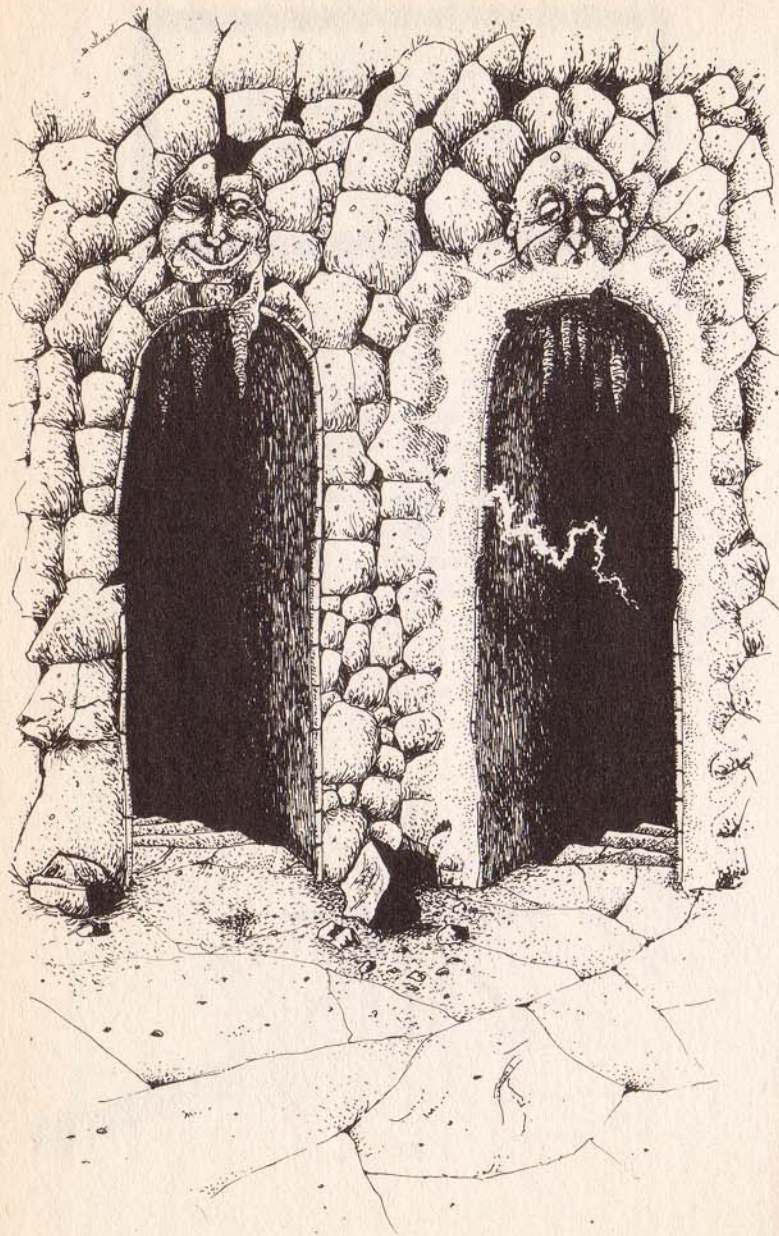
# GUM

Casting this spell, together with using the contents of a vial of glue, will cause the glue to become super-sticky, bonding in less than a second. Using the spell, the caster will be able to stick creatures to the floor or walls, although it is necessary to get the victim into contact with the glue from the vial. This can be done, for instance, by throwing it at the creature's feet, or by resting it on top of a slightly opened door, so that it falls when the door is opened.

Cost 1 STAMINA point



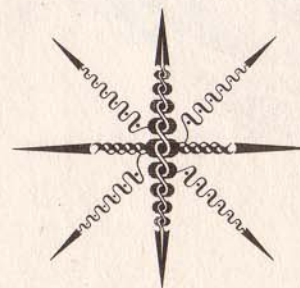




# HOW

This spell is to be used in perilous situations when information about the safest way of escape is desired. When it has been cast, the caster will get an inclination towards one exit or, if a means of defence is present near by, will be directed towards it by a strange psychic force.

Cost 2 STAMINA points



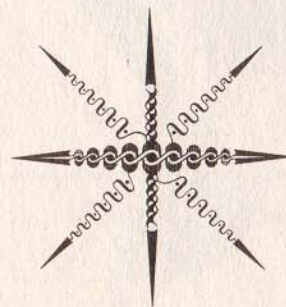




# DOC

Medicinal potions carried and used by the caster will, under this spell, have their effects increased so that they will heal any wounded human or creature who drinks them. The potions may be used on the caster – the spell must be cast as potion is being administered – but they will not bring a being who has actually died back to life.

Cost 1 STAMINA point



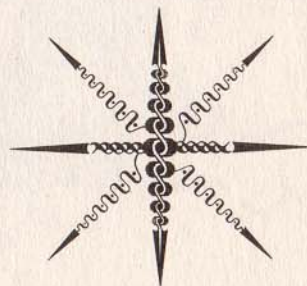




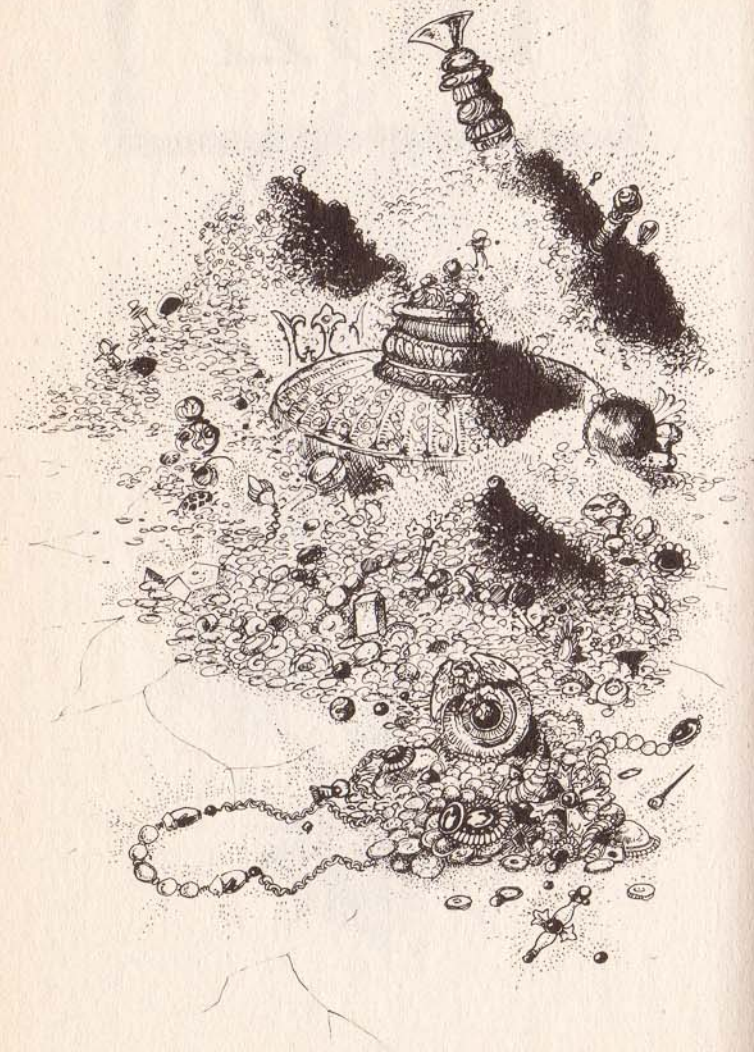
# DOZ

This spell may be cast upon any creature, reducing its movements and reactions to about a sixth of its normal speed. Thus the creature appears to move as in a dream sequence, making it much easier to evade or defeat.

Cost 2 STAMINA points



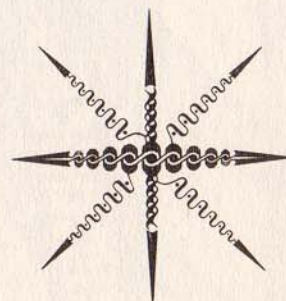




# DUD

By casting this spell, the caster can create an illusion of treasure in its many forms. Gold pieces, silver coins, gems and jewels can be created at will and these can be used to distract, pay off or bribe creatures. The illusionary riches will disappear as soon as the caster is out of sight.

Cost 2 STAMINA points







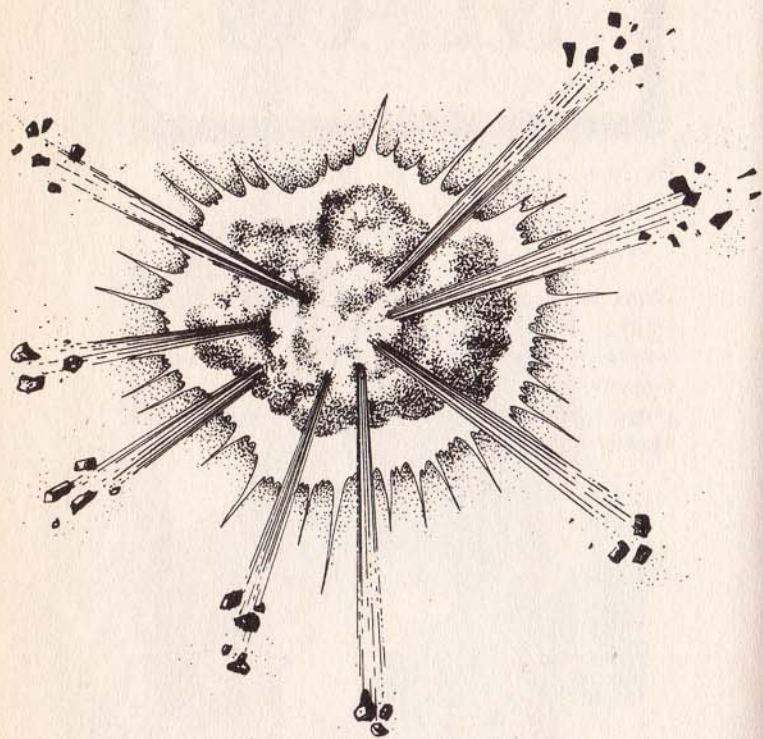
# MAG

This spell protects its caster from most magical spells. It must be cast quickly, before the attacking spell takes effect. It works by neutralizing the attacking spell which disperses harmlessly. This spell is thus a very powerful protective weapon, but it does not work against every spell.

Cost 2 STAMINA points



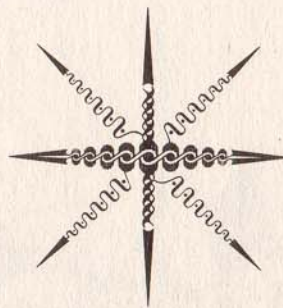




# POP

A potent little spell, but one which calls for great mental concentration, this spell must be cast on small pebbles. Once charged with magic, these pebbles can be thrown and will explode on impact. Apart from being dangerous to anything within shatter distance, the pebbles make a loud bang when they explode.

Cost 1 STAMINA point



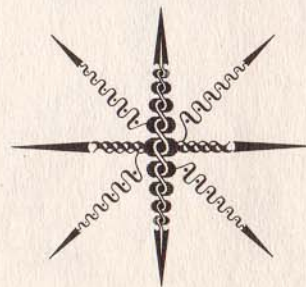




# FAL

This spell is useful if the caster is caught in a pit trap or falls from a considerable height. When cast, it makes the caster's body as light as a feather. The caster will float down through the air and land gently on the ground.

Cost 2 STAMINA points



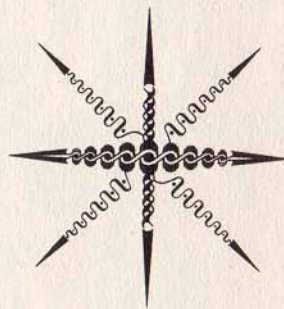




# DIM

A good defensive spell, this can be cast at any creature attacking the caster. Its effect is to muddle the mind of its victim, temporarily confusing the creature. However, it must be handled with caution, as a creature so deranged may act irrationally and unpredictably.

Cost 2 STAMINA points

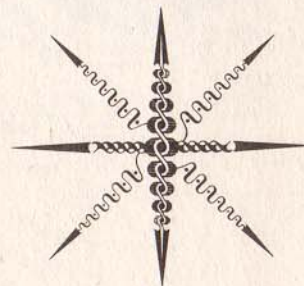




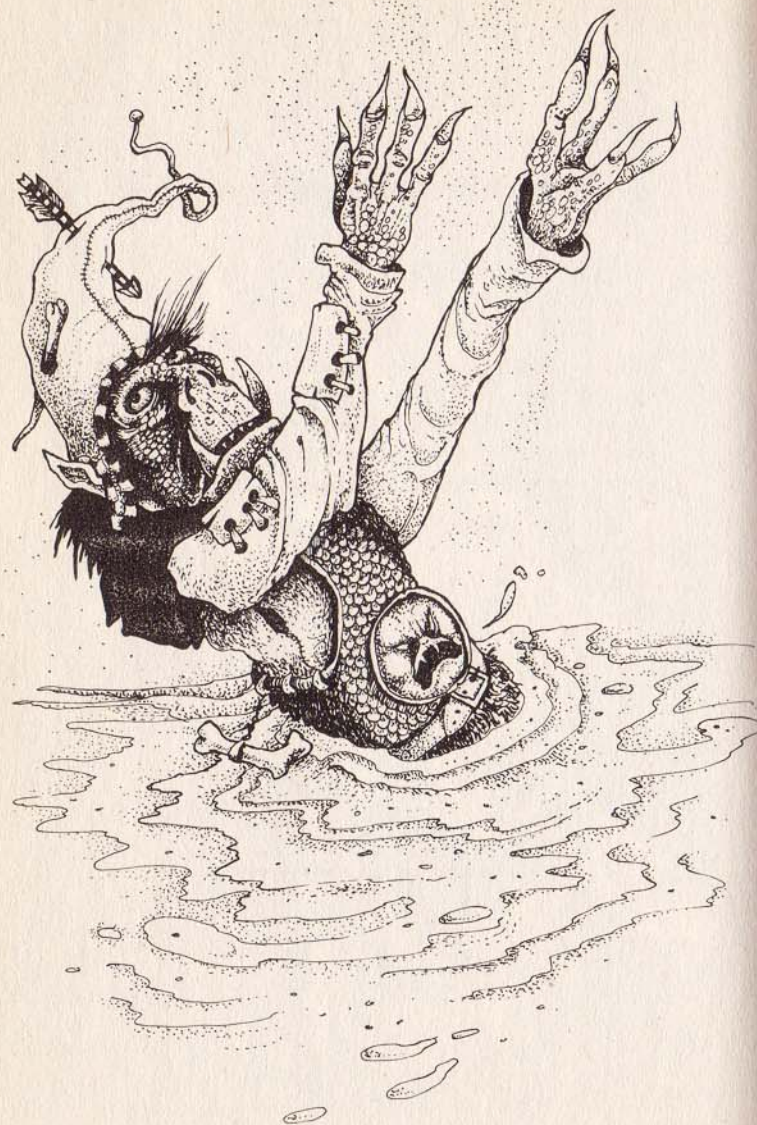
# FOG

This spell may only be cast in a closed room with no windows. Once cast, the room turns pitch black in the eyes of all but the caster – even though torches and candles may still be burning. It renders blind any creatures within the room. Its effects are only temporary.

Cost 2 STAMINA points



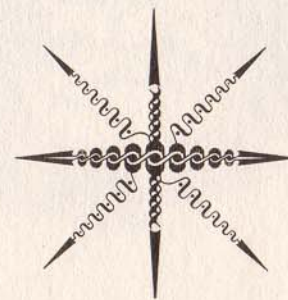




# MUD

As this spell is cast, the caster must sprinkle grains of sand on to the floor as desired (e.g. in front of a creature). The spell takes effect on the sand and the floor, creating a pool of quicksand. Any creature stepping on to this quicksand will slowly be drowned in it.

Cost 1 STAMINA point



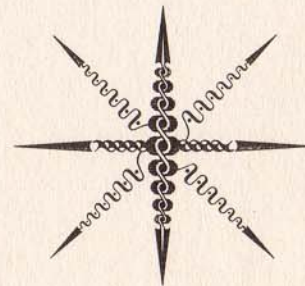




# NIF

As this spell is cast, the air surrounding the caster becomes filled with a nauseating stench. This smell is so horrible that it will cause any creature which catches a whiff of it to vomit violently. It will thus weaken any adversary with a sense of smell. This includes the caster unless he is wearing a pair of nose plugs. The effect will be more pronounced in creatures with large noses.

Cost 1 STAMINA point



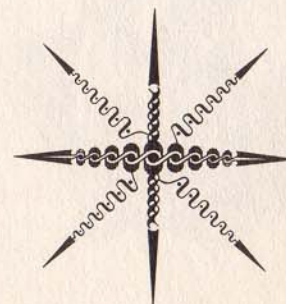




# TEL

To activate this spell, the caster must wear a cloth skullcap. With the aid of this cap, the spell will allow the user to read the mind of any intelligent creature encountered, learning about its strengths, weaknesses, the contents of nearby rooms, etc.

Cost 1 STAMINA point



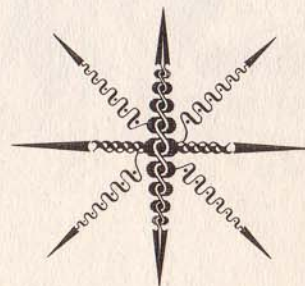




# GAK

In order to use this spell, the caster must be in possession of a Black Face-mask, which must be worn while the spell is being cast. It can be cast directly on to an opponent and has the effect of creating a terrible fear within his mind. Brave creatures will be less affected than cowardly ones, thus the effect varies from a cold sweat and loss of nerve to the creature's being reduced to a quivering jelly cowering in the corner of a room.

Cost 1 STAMINA point



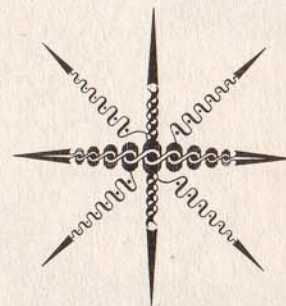




# SAP

The effect of this spell, which is only useful in combat, is to demoralize an opponent so that his will to win is lost. Any creature so demoralized will be easier to defeat – though victory is still not certain.

Cost 2 STAMINA points



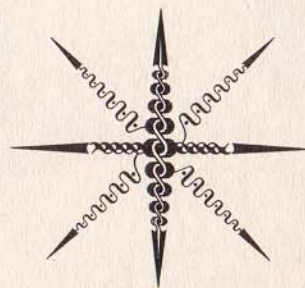




# GOD

This is a form of illusion spell which can only be performed if the caster is wearing a Jewel of Gold. When this spell is cast, any creatures or humans in the vicinity will take an immediate liking to the caster. This does *not* mean that they will not fight, if such is their duty, but they will be more likely to give information that they would not normally give. They may even help the caster in spite of their normally being hostile.

Cost 1 STAMINA point



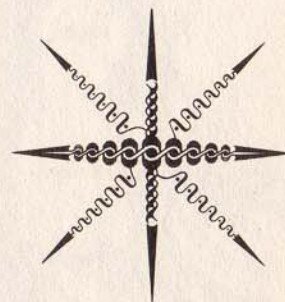




# KIN

This creation spell is useful in battles. It requires the use of a Gold-Backed Mirror, which must be pointed at a creature as the spell is cast. It creates an exact replica of any creature being fought and this double is under the control of the caster, who can instruct it to fight the original creature. Both will fight with the same strengths and weaknesses – only luck will separate their fates. If the original creature dies, its double will disappear. It will also disappear if it is defeated.

Cost 1 STAMINA point



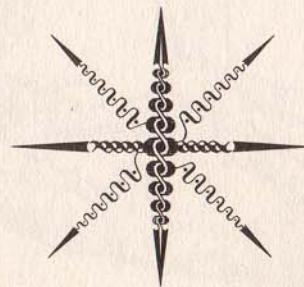




# PEP

A Potion of Fire Water must be taken by the caster for this spell to be used. It will enhance the effects of the Fire Water to give the caster double or treble his or her own normal strength. Although the effects are temporary, they will normally be enough to aid in battle or to perform some feat of super-strength.

Cost 1 STAMINA point



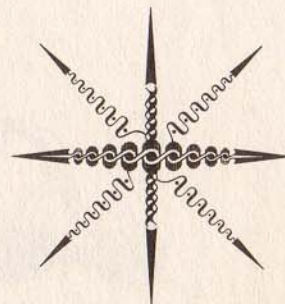




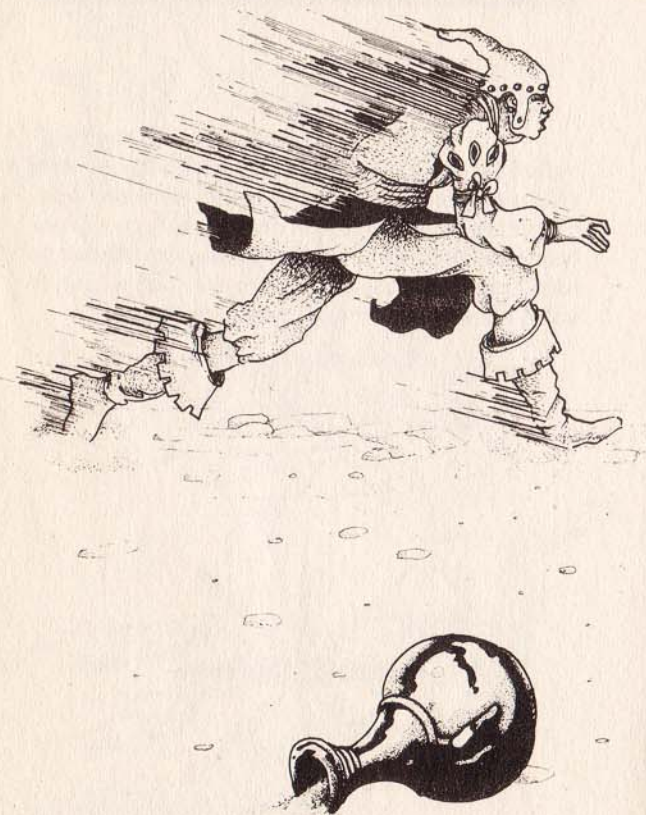
# ROK

Special Stone Dust is required for this spell. The Dust must be thrown at a creature as the spell is being cast. Within seconds, the victim will start to petrify. As its movements become slower and eventually cease, it will start to turn grey. Some moments after the spell is cast, it will have solidified into a grey stone statue.

Cost 1 STAMINA point



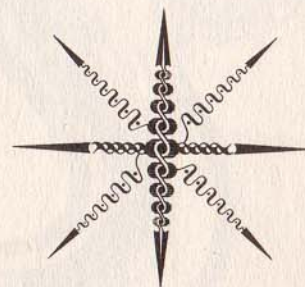




# NIP

The caster must cast this spell on his or her own body. Under the influence of this spell, the caster becomes exceedingly quick and may run, speak, think or fight at three times normal speed. However, this spell will only take effect if the caster sniffs Yellow Powder before using the spell.

Cost 1 STAMINA point



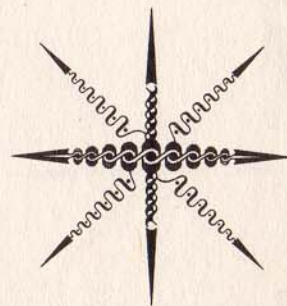




# HUF

In order to use this spell, the caster must possess the Galehorn, a trumpet-like instrument which plays a discordant note. The spell is cast on to the horn and it is blown in a particular direction. As the spell takes effect, a tremendous wind rushes from the trumpet. This wind is capable of blowing over man-sized creatures, or it can be used to blow things off shelves, over ledges, etc.

Cost 1 STAMINA point



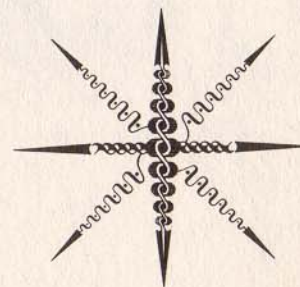




# FIX

Applicable to both animate and inanimate objects, this spell has the effect of holding an opponent or object where it stands, unable to move even if in mid-air. In order to cast this spell, however, the caster must be holding a Staff of Oak Sapling. Anything held fast by this spell will remain frozen until the caster leaves the vicinity.

Cost 1 STAMINA point



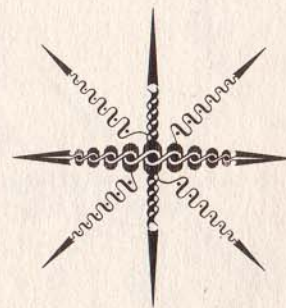




# NAP

Effective only against living creatures, this spell causes them to become drowsy and, within several seconds, to fall fast asleep. It is used in conjunction with a Brass Pendulum. The spell concentrates the creature's attention on the Pendulum, which the caster must swing slowly to and fro before the creature, in order to hypnotize it.

Cost 1 STAMINA point



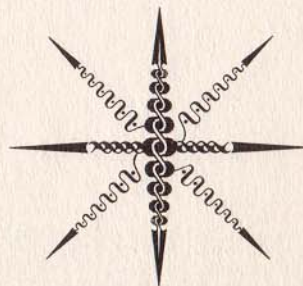




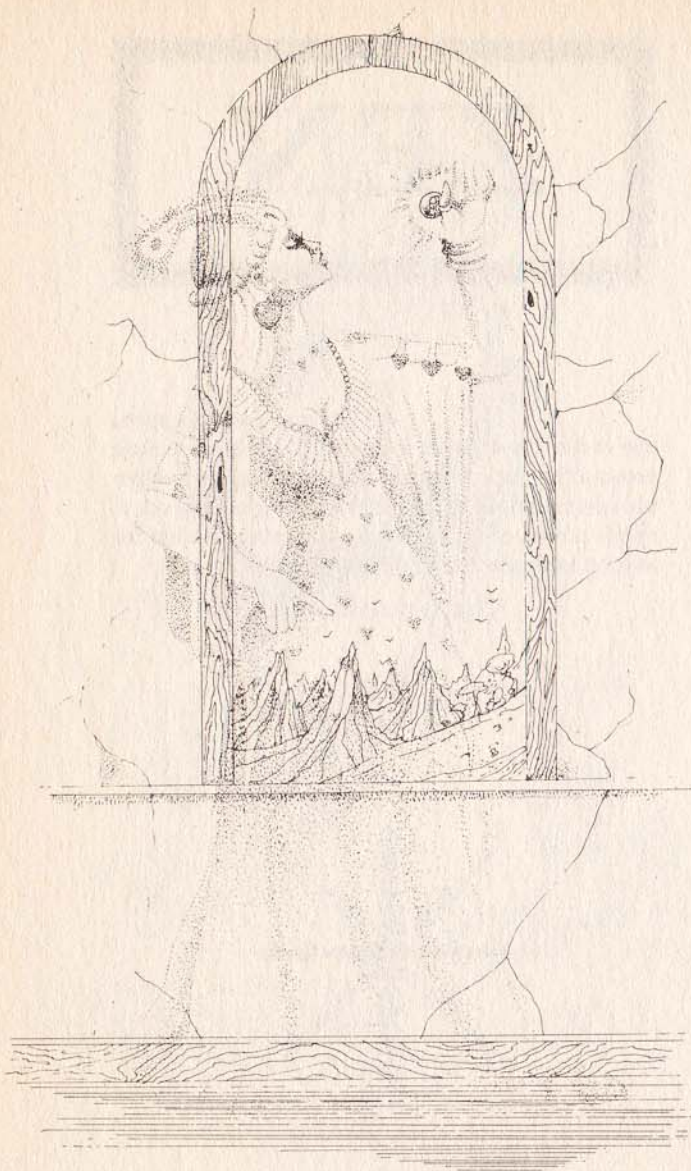
# ZEN

In order to cast this spell, the caster must wear a Jewel-Studded Medallion around the neck. Casting this spell will then allow the caster to float in the air at any height desired. A magician hovering thus will remain suspended for as long as desired and may float around at will.

Cost 1 STAMINA point



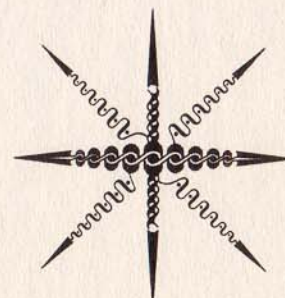




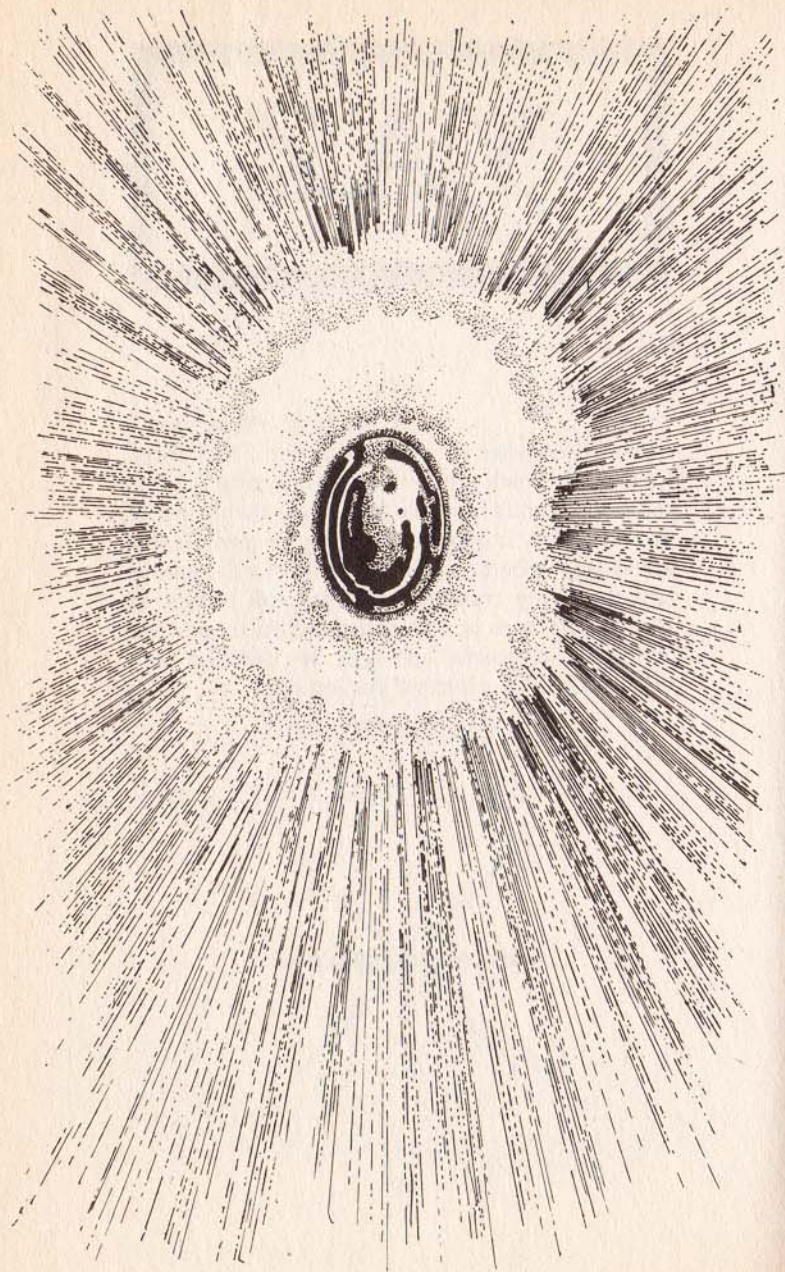
# YAZ

This spell will not work unless the caster is wearing a fine Pearl Ring. Casting the spell while wearing this ring renders the caster's body invisible to any reasonably intelligent creature. It may be used to give considerable advantage in battle or to escape from a dangerous situation. Any creature with ears will be able to hear the caster as he moves around the room. Less intelligent creatures will only be partially convinced, as this is a form of illusion spell.

Cost 1 STAMINA point



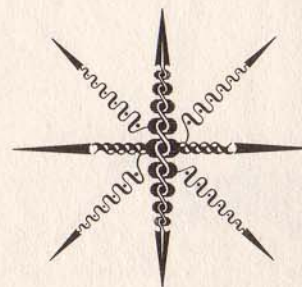




# SUN

This spell may only be cast upon the yellow Sun Jewel. Once cast, the Jewel begins to glow brightly. Its intensity is under the control of the caster, who can make it brilliant – in order to blind attacking creatures – or just light enough to act as a torch to see in dark rooms.

Cost 1 STAMINA point



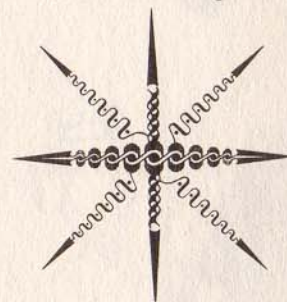




# KID

In order to use this spell, the caster must be wearing a Bracelet of Bone. Once the spell is cast, the caster must concentrate on a particular illusion (e.g. the floor is made of hot coals, the caster has turned into a Demon, etc.) and this illusion will appear real in the eyes of its intended victim. This may allow time for escape or lower a creature's defences. The spell will not work on non-intelligent creatures. If the caster acts in such a way as to destroy the illusion (e.g. turns into a mouse and then goes on to strike the creature with a sword), its effect will be lost immediately.

Cost 1 STAMINA point



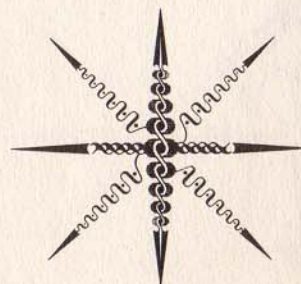




# RAP

To use this spell, the caster must be wearing a Green-Haired Wig. In conjunction with this wig, the spell will allow the caster to understand the language of, and communicate with, creatures speaking a non-human tongue. (e.g. Goblins, Orcs, etc.).

Cost 1 STAMINA point



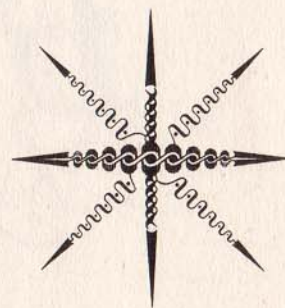




# YAP

This spell allows the caster to understand the languages of, and communicate with, most animals. It will be ineffective unless the caster is wearing a Green-Haired Wig.

Cost 1 STAMINA point



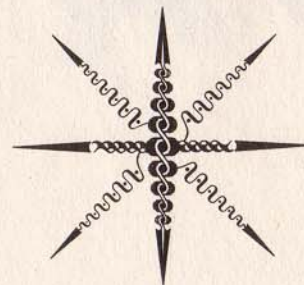




# ZIP

An invaluable aid in close battle, this spell is only usable when the caster is wearing a Ring of Green Metal, such metal having been mined from the Craggen Rock. When the spell is cast on to this ring, it enables the wearer to disappear, and reappear a short distance away. The transportation can be through some soft materials such as wood and clay, but is blocked by stone, metal and the like. It is a rather unreliable spell, though – occasionally it has disastrous results.

Cost 1 STAMINA point



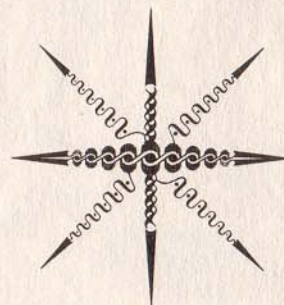




# FAR

In conjunction with an Orb of Crystal, this spell will enable its caster to see, with certain limitations, into the future. The Orb must be held in the hands and the spell is recited while concentrating on the Orb. Very little control can be exercised on exactly what will be seen, but the normal tendency is to see near-future events.

Cost 1 STAMINA point



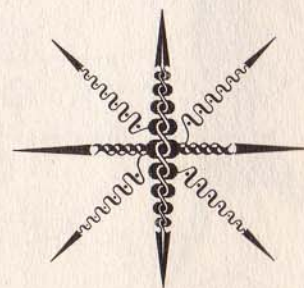




# RES

When cast upon a dead human or humanoid creature (i.e. one with two arms, two legs, a head, etc.) while Holy Water is being sprinkled on the corpse, this spell brings it back to life. The resurrection takes some time to work – the body does not simply spring back on its feet – and the ex-corpse can be killed again as normal. For some time after this spell has taken effect, the resurrected creature is dull and dozy, but it may answer questions asked of it by the caster.

Cost 1 STAMINA point



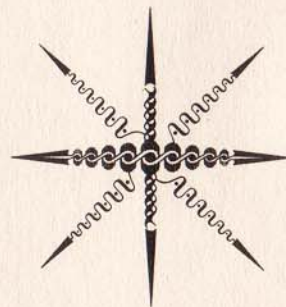




# ZED

Casting this spell is beyond the means of most minor conjurers because of the great powers of concentration necessary. In fact, in all known history, this spell has been cast only once. Its caster, a powerful Necromancer from Throben, was never seen again and thus its effects are unknown. The Necromancer's notes were subsequently found, but only indications as to its effects could be assumed. Suffice it to say that this is perhaps *the* most formidable spell in known magic lore – but no living magician knows its true effect.

Cost 7 STAMINA points







For a complete list of books available from Penguin in the United States, write to Dept. DG, Penguin Books, 299 Murray Hill Parkway, East Rutherford, New Jersey 07073.



# STEVE JACKSON'S SORCERY!

**Fantasy adventure with a difference  
— for YOU are the hero!**

If you have chosen to adopt the role of wizard in Sorcery! The Sorcery! Spell Book is a must. For it contains the forty-eight spells you will need to enable you to challenge your foes and defeat your enemies using the magical arts of sorcery. Your mission will be fraught with danger but with these spells at your command you may yet succeed in your task — and live to tell the tale!

Many dangers lie ahead and your success is by no means certain. You may choose to face your foes using the magical art of sorcery or wielding the power of the sword but whether it is as a wizard or a warrior you will need all your wits about you.

Begin your quest for the Crown of Kings with  
The Shamutanti Hills and Khare —  
Cityport of Traps.



Fantasy/Games  
ISBN 0 14  
00.6793 0